
Title: Codex of Oblivion 2

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Finally, Oblivion is freedom. Freedom from yesterday and the fears of tomorrow. The understanding that the very nature of reality is to free us from our lives of warfare and suffering. Where our births may have born us into shackles we could not understand, Oblivion grants us release from that which was forced upon us.

3) Spiritual-----

Peace, Equality and Freedom are the elements of Oblivion that guide and focus the Order of the Ebon Skull. So too must these same understandings guide and focus the faithful themselves. Peace, true peace, is the absence of struggle. The faithful are not called to bring "peace" to Sosoria the way most mortals view it. As described earlier, such mortal peace is easily broken and shattered. True peace exists only in Oblivion. The faithful are reminded that they are called to bring Peace to reality. A stillness that can only be formed by a lack of struggle. A struggle brought on by the ignorant and self-absorbed desires of many a man and woman. Only through acceptance of Oblivion as the final end and an effort to emulate that

peace, surrendering your
mortal wants to the
needs of Oblivion, do you
receive the quiet within
your soul that lets you
live and die with the
assurance that you served
a purpose greater than
your own and fought for
a cause destined to win,
bringing repose to all of
creation.

Equality is granted by
passing through the veil,
yes. But it is also
attained while one
continues on in the
material realm. Whether
human or elf, living or
undead, demon or celestial,
all have their place in
assuring the natural order
of reality continues on
its right path. Mortals
and planars alike need not
bend on knee before the
whims of other
narrow-minded and self
serving individuals. Oblivion
is the natural end and
accepts all as they are.
So too must the faithful
accept that all have their
place in the teleology of
existence. A recognition
that all serve a purpose
in the greater scheme of
things.

The freedom that Oblivion
brings is a release from
the bonds and pain of
yesterday. It is the
gripes of petty mortals
that seek vengeance for
perceived slights and
insults of times past,
regardless of their
validity. They are slaves
to their own anger and
foolish need for redress,
failing to note that all
things end and become
nothing by the nature of
Oblivion. The faithful
acolyte remembers that
they are called to
something more than the
frailties of material

existence and steps
beyond such low-minded
ideas and embraces the
liberating precepts of
Oblivion that they may
never again suffer the
pains of bitterness or
the fear of failure. Such
is the way of Oblivion.

-----Entropy-----

"I am the thorn in the
foot, I am the blur in
the sight;
I am the worm in the
root, I am the thief in
the night;
I am the rat in the wall,
the leper that leers at
the gate;
I am the ghost in the
hall, the herald of horror
and hate.
I am the rust on the
corn, I am the smut on
the wheat,
Laughing man's labor to
scorn, weaving a web for
his feet.
I am the canker and
mildew and blight,
danger and death and
decay;
The rot of the rain by
night, the blast of the
sun by day.
I warp and wither with
drought, I work in the
swamp's foul yeast;
I bring the black plague
from the south,
And leprosy in from the
east.
I am the shrill cold spirit
that chills the darkness
you feel after dark.
I am the chaos that
tears stars apart.
You cannot escape me.
You cannot defeat me.
You can only embrace
me."

-Entropic Chant

If you have ever watched
the life of a plant, the
form of a structure or
the history of a nation;
over time you have seen

the work of Entropy.

Entropy is the decay that
takes what exists now
and slowly breaks it down
to nothingness.

Yet entropy too is an
often misunderstood
precept of the Ebon
Skull. Often seen as a
tool of wanton chaos and
destruction, it is
wrongfully viewed as an
"evil" force in existence.

Again we shall have to
look at the word in its
most basic understanding.

Often referred to by
Alchemists and those who
practice Chymistry,
Entropy is the tendency
of matter towards a
lower state of energy.

That is to say, breaking
things down to simpler
components. And that is
Entropy at its basic level.

No anger to it. No hate
or malfeasance. It is
simply the natural process
by which complex things
that require maintenance
tend towards simpler less
complex states.

Let us not fool ourselves
into believing that
anything of mortal
construct does not
require maintenance in
some form. Whether it
be ideas that require
someone to apply and
pass them on, to
societies that must be
regulated, to even the
simplest of trinkets that
much be handled and
cleaned lest they clog up
or fall apart. Entropy
affects all things of
mortal construct and a
patient eye can note that
it affects all things in
nature as well. While life
certainly has a capacity
for regeneration and
passing on to the "next
generation", it is a
cycle that ultimately is

claimed by entropy in each round, never to defy the process. And it is the astute acolyte that remembers the lessons of precept Oblivion in regards to the inevitability of all things. Passing on knowledge and lore is fine. Attempting to cheat Entropy by "starting again" is a wasteful effort.

1) Arcane Element-----

Unlike Oblivion which is, by its nature, non-existent (yet still present) Entropy is an active and pervasive force that can be measured, researched and wielded. Qualitatively, the power of Entropy if seen in ways as noted in the Entropic Chant. The decay of matter, the act of the parasite, the smut of disease are all types of Entropy. Entropy, as a force, is capable of breaking down the various forms of matter and reducing them to their root essence. This can go as far as reducing matter to mana, though such a process often requires purposeful effort on the part of a mortal to achieve. The energy released by the decay of an object can be both contained and harnessed, though its purposes can normally only be applied to additionally chaotic ends. The force to break down reality is rarely easily manipulated to turn around and construct it. Be that as it may, many a wizard of the Ebon Skull have used this power as their central draw; the place from which a mage collects their arcane power. Through patience

and careful control, the pathway of the normally chaotic and disruptive forces of Entropy can be channeled to a number of purposes. While use in offensive spells is most commonly known, it has been used to form a number of barriers and fields for various applications in both Caina and the Stygian Grove. It should be noted that if there is one thing that is constant about the force that is raw chaos, it is that it is unpredictable. Many an experiment has consumed the life and existence of an unprepared, unworthy or simply unlucky arcanist, as the presumed controlled stream of energy ripped free of its bounds and overcame the one who desired to employ it.

-Continued in Volume 3-